System 100

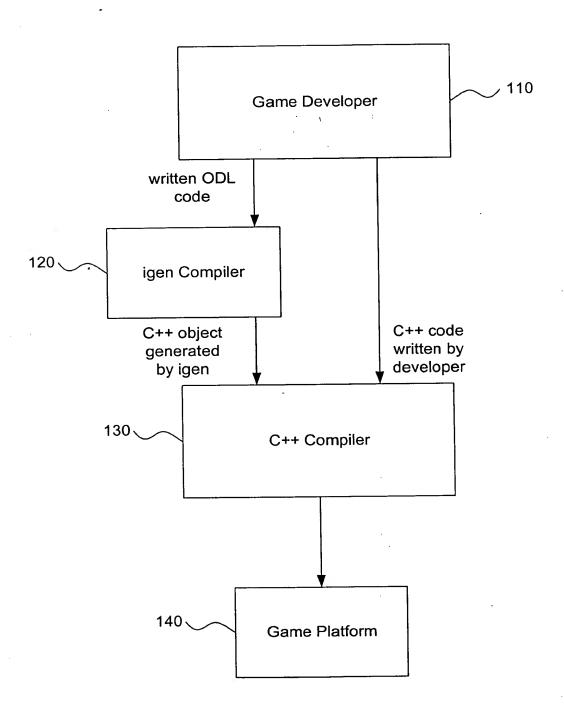


FIG. 1

IGEN Compiler Input/Output 200

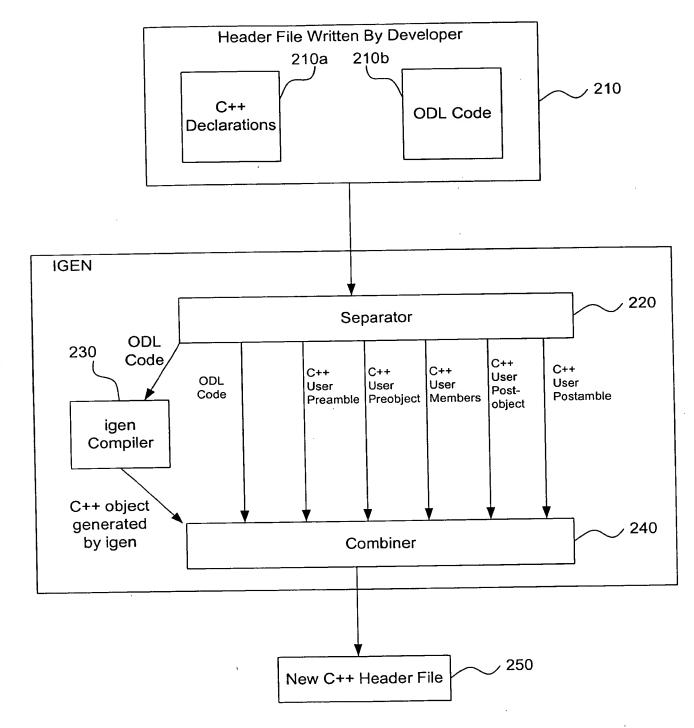


FIG. 2

Header File 210

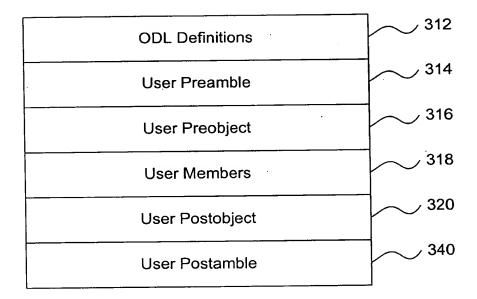


FIG. 3

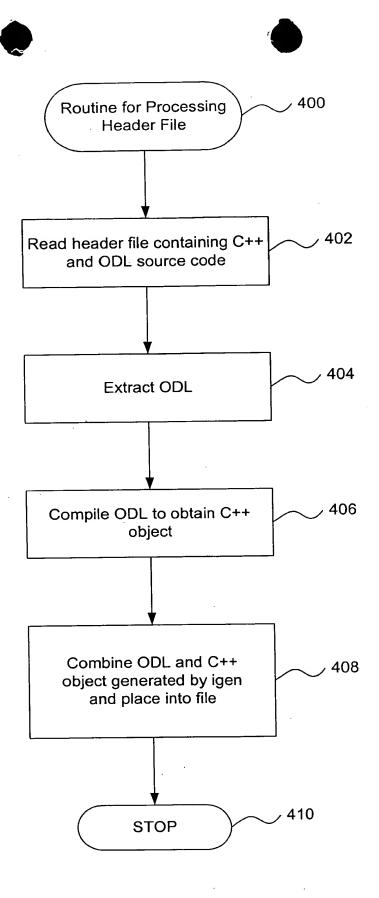


FIG. 4



ODL Code / Corresponding C++ Code 500

```
(Object Dude
(field x (type igInt))
(field y (type igFloat))
(value 3.1)
)
```

ODL Code 510

C++ Code 520

FIG. 5